

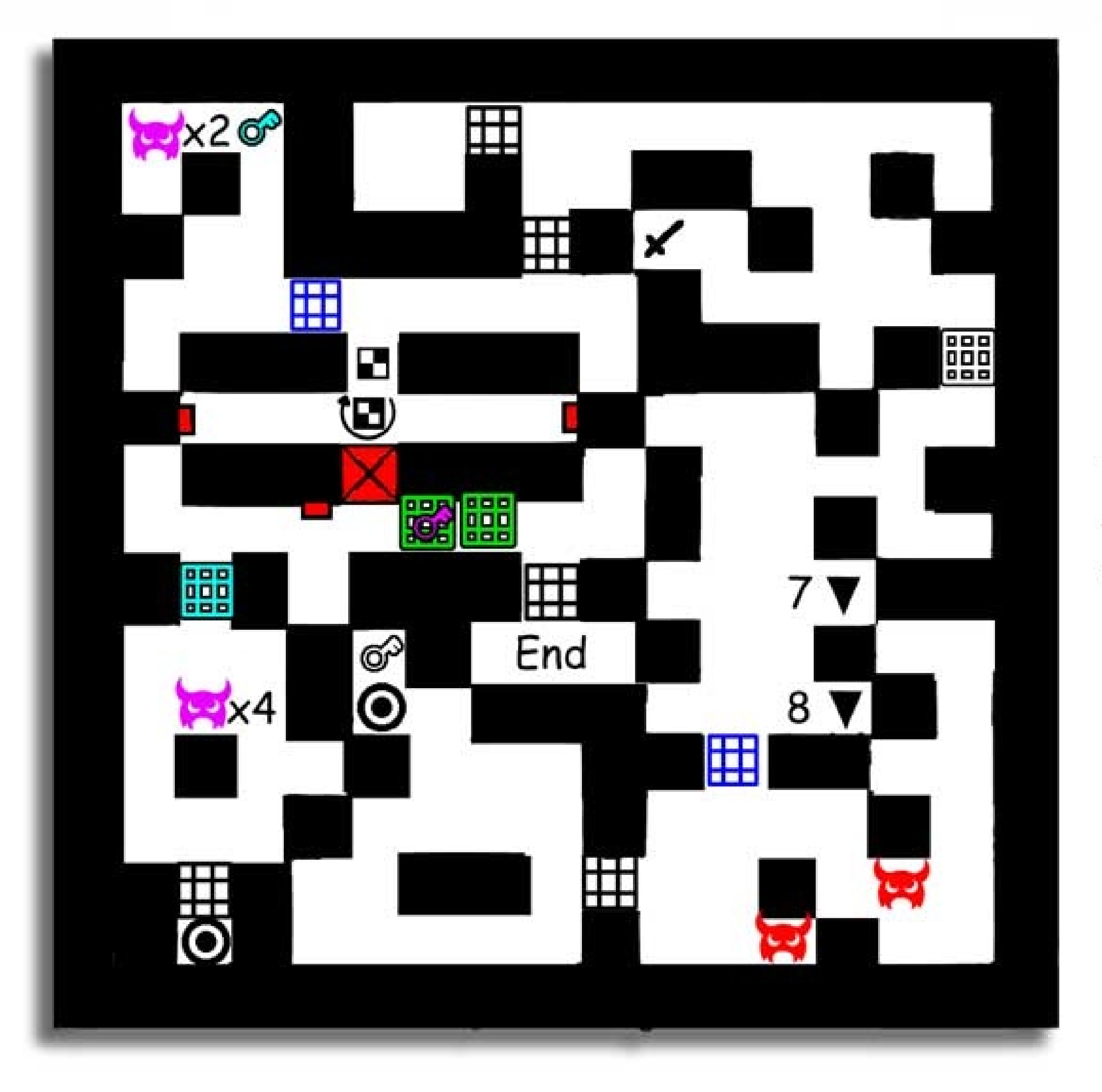
- Trader
- Enemy with Armour
- Enemy with Weapon
- Enemy with Armour & Weapon
- Enemy with Health/Coins/Common Keys
- Enemy with Armour, Weapon, and Health/ Coins/Common Keys
- x2 Group of 2 Enemies
- x3 Group of 3 Enemies
- x4 Group of 4 Enemies

- Unlocked Gate
- Locked Gate (Requires Common Key)
- Locked Gate (Requires Special Key of Same Colour)
- Special Key
- Special Gate (Requires Floor/Wall Switch)

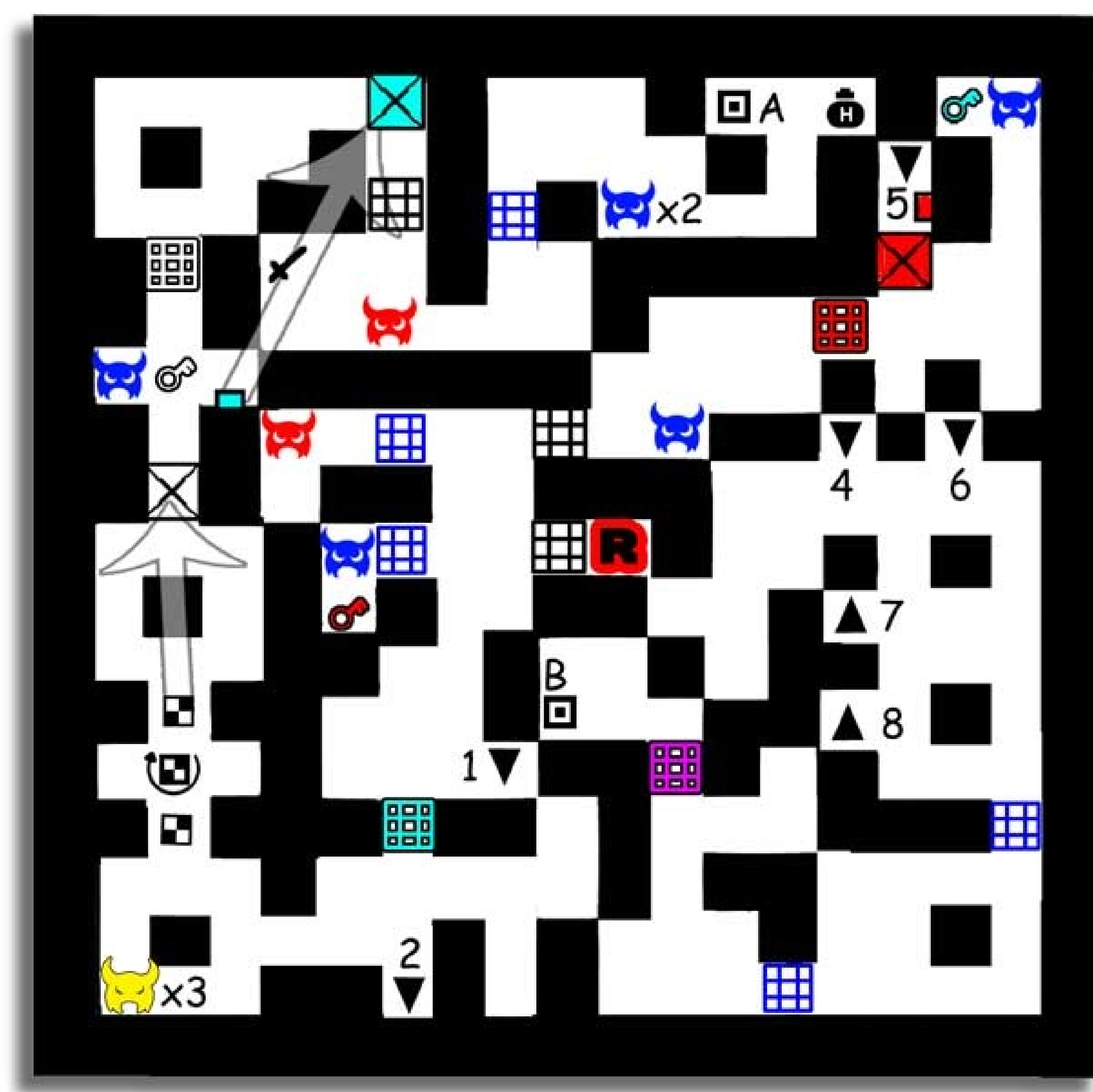
- Wall Switch with corresponding Fake Wall
- ▲1 ▼1 Ladder Up and corresponding Ladder Down
- A▣ A■ Hole in Floor with corresponding Hole in Ceiling

- Floor Switch (Some are invisible)
- Regeneration Room
- "Spinner" Floor Switch (Spins player either 180 degrees or randomly)

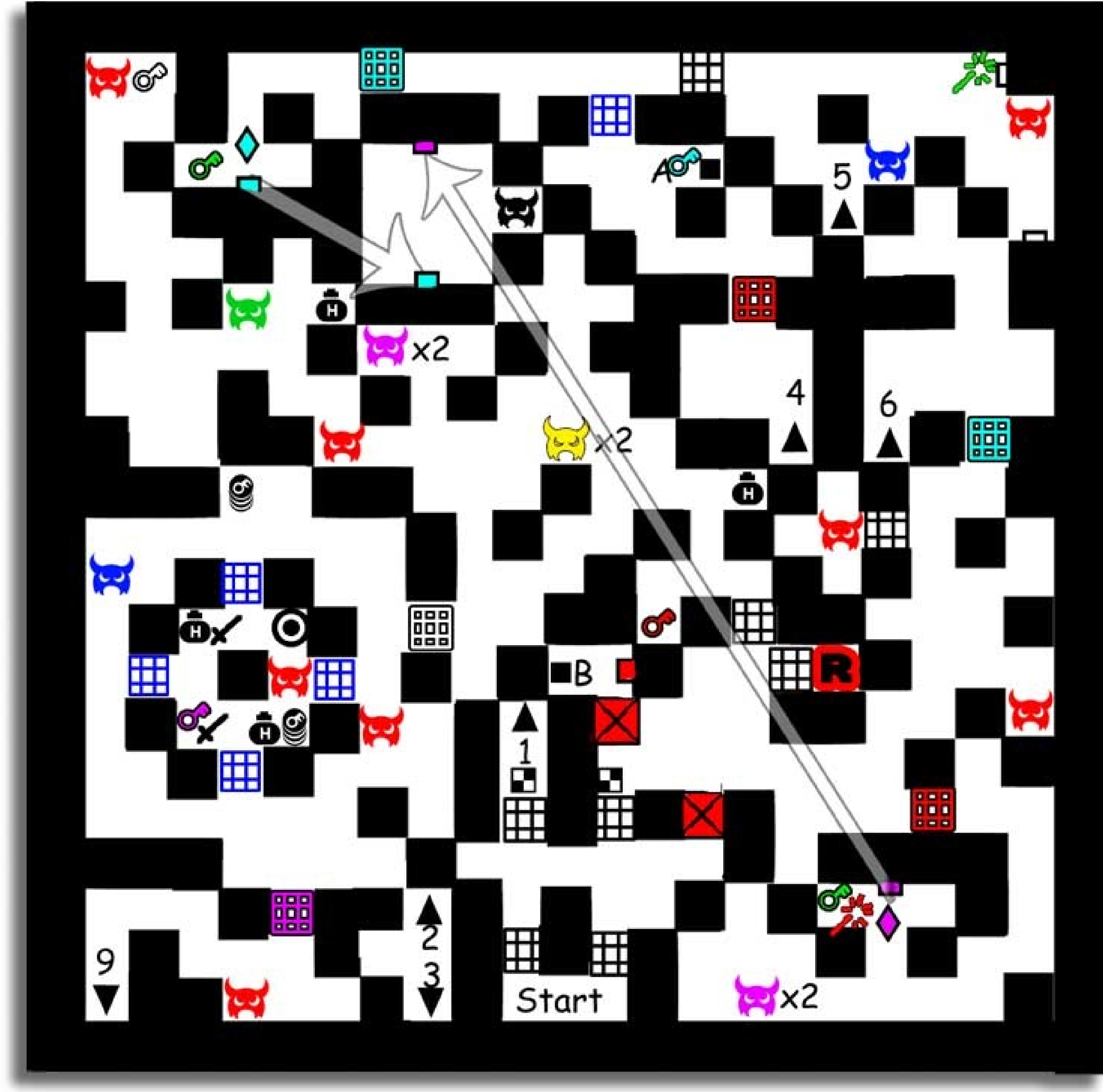
- Coins/Common Keys
- Shield/Armour
- Weapon/Ammo
- Health (Food/Drink/N'egg/Potion)
- Gem
- Wand



The red wall switches in the centre of this floor deactivate the red fake wall, but the invisible non-spinner floor switch will reactivate it.



The row of three pads in the lower left, once negotiated, deactivate the fake wall above them. The first one deactivates it when you step on it. Negotiate the spinner, and step onto the next pad. This will activate it again, so back-step on and off of the last pad to finally get rid of it.



The pads immediately after the start close each gate behind you, so that only one player can enter each part of game. Going through the right gate, lock the gate to the left of the Regeneration room; if you don't, you can find yourself attacked by six groups of enemies at once. Seek them out, and individually tempt them back into this space to kill them with ease, locking the gate behind them each time.

There are two gems to collect; the Tan gem and the Bluish gem. If you take them, and re-insert them into the wall sockets that you find them in, you will find yourself teleported to a walled up room with a trader in it. This is merely to demonstrate the purpose of these gems; to teleport you. You will be doing this throughout the rest of the game, so keep a hold of them.

There are two wall sockets close to where you find the serpent wand, similar to those that held the previously mentioned gems...I have no idea what they do.

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